

Disney • PIXAR

BUZZ LIGHTYEAR

of STAR COMMAND

BASED
ON THE **NEW**
DISNEY/PIXAR
TV SERIES

Dreamcast™



ACTIVISION®

EVERYONE

TM
E

CONTENT RATED BY
ESRB

T-13007N

WARNINGS: Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast. In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Table of Contents

Disney/Pixar's Buzz Lightyear of Star Command	2
Game Controls	3
Mission Control	5
In-Game Options	7
Playing the Game	8
Medals and Bonus Levels	9
Buzz Lightyear's Moves	10
Space Ranger Weapons	12
Other Equipment	15
Missions in the Game	16
Credits	20
Customer Support	22
Software License Agreement	23

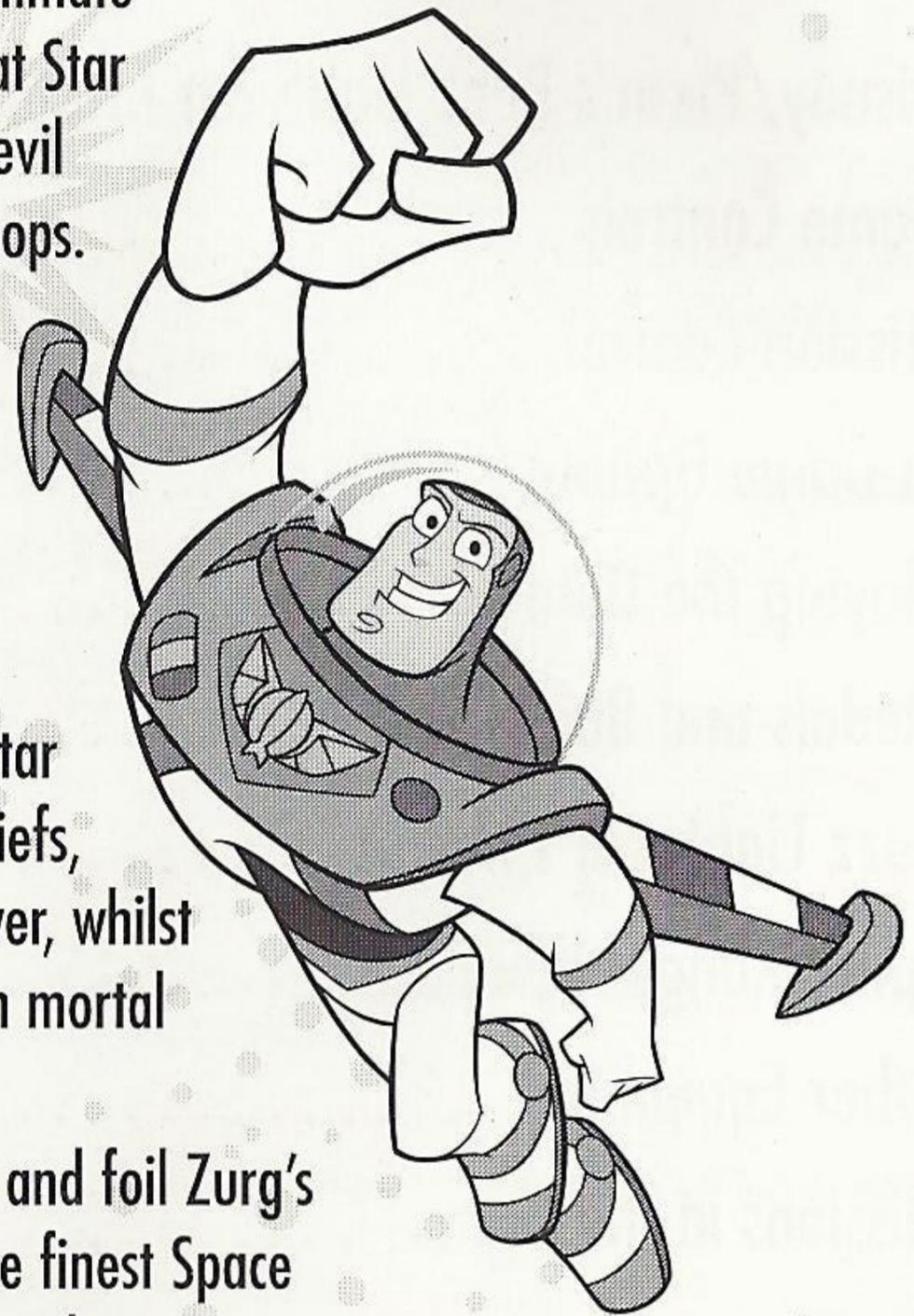
Disney/Pixar's Buzz Lightyear of Star Command

Buzz Lightyear is the hero of the galaxy and the ultimate Space Ranger. Buzz, and his fellow Space Rangers at Star Command, must fight to save the galaxy from the evil Zurg, his vile minions, and his legions of deadly troops.

Zurg has planted his henchmen throughout the universe. Buzz must pursue and apprehend each of these villains from planet to planet, until he finally tracks down Zurg himself in a glorious showdown on Planet Z.

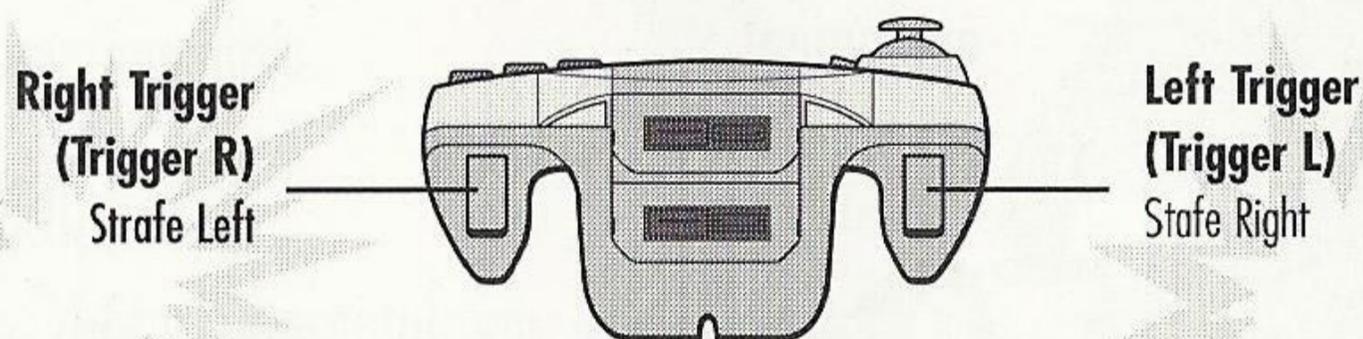
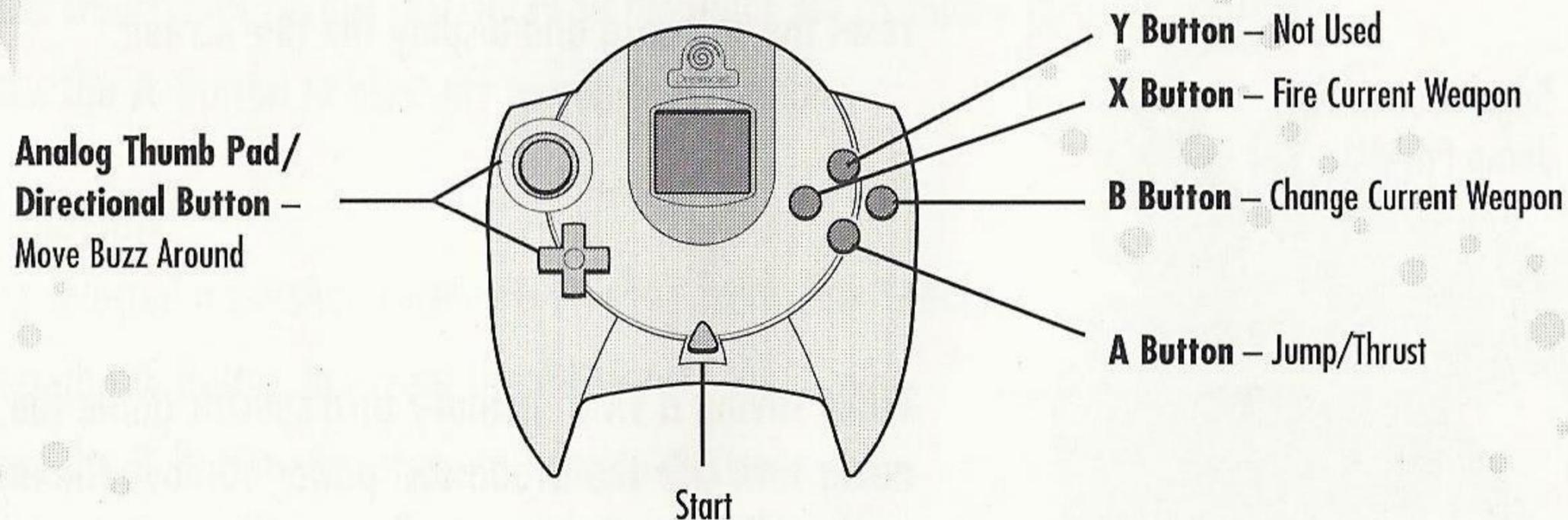
Along the way, Buzz is aided by his friends at Star Command: Commander Nebula provides mission briefs, Booster and Mira, his teammates, add their firepower, whilst Buzz must rescue XR and the Little Green Men from mortal peril.

Will Buzz make it? Will Star Command triumph and foil Zurg's evil schemes? The adventure is about to start for the finest Space Ranger of them all—Buzz Lightyear of Star Command.



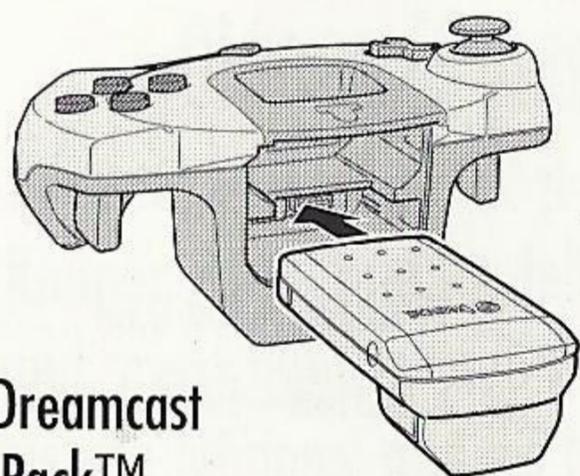
Game Controls

Sega Dreamcast Controller™



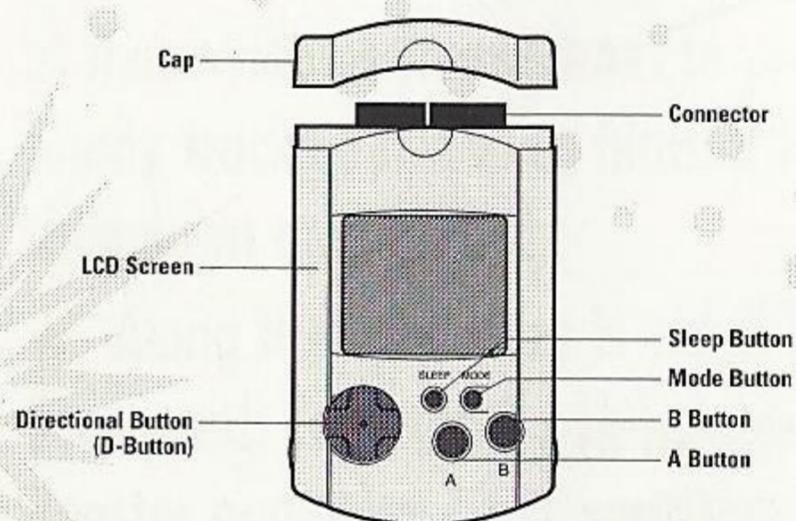
Note: To return to the title screen at any point during the game play, simultaneously press and hold the **A**, **B**, **X**, **Y** and **Start** Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power On. Doing so may disrupt the controller initialization procedure and result in a malfunction.

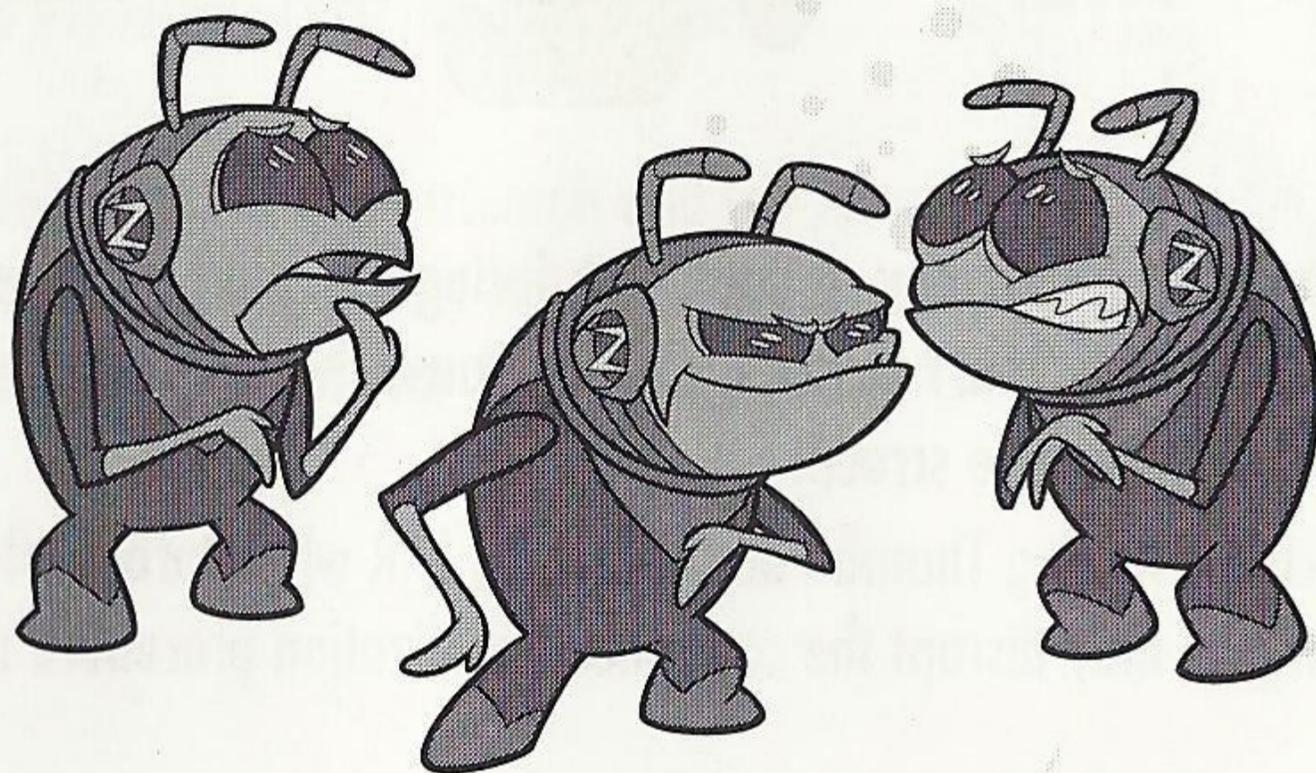


Sega Dreamcast
Jump Pack™

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.



While saving a VMU memory card specific game file, never turn OFF the Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment.



Mission Control

Choose the destination of Buzz Lightyear and his heroic team of Space Rangers.

- Press Directional Button Left/Right to highlight the available missions.
- Press the **A** Button to blast-off to your destination.

Start Mission

Having selected a mission, receive a briefing from Zeb Nebula.

- Press the **A** Button to accept the mission.
- Press the **B** Button to return to mission control.
- Press Directional Button Up/Down to view bonus missions as they become available.

Star Command Options

From the safety of Star Command, you have clearance to adjust the features of your adventure.

- Press Directional Button Up/Down to highlight the desired option, and press the **A** Button to accept.
- Press the **B** Button to return to Mission Control

Configure Controller: Choose this option to select a controller configuration for the game. Use the Directional Button Left/Right to select from several options. Press the **A** Button to select a configuration or the **B** Button to cancel.



Vibration: Choose this option to toggle the vibration function On/Off using your Directional Button/Analog Thumb Pad. Press Right to turn on the vibration or press Left to turn it Off. Press the **A** Button to confirm your choice or the **B** Button to cancel.

Center Screen: This screen allows you to adjust the screen. Press the Directional Button to adjust the screen. Press the **A** Button to confirm your choice or the **B** Button to cancel.

Load or Save: This screen allows you to load or save game positions. Press Directional Button Left or Right to highlight your selection. Press the **A** Button to confirm your choice or the **B** Button to cancel.

Difficulty: Here you can choose to increase the difficulty of the game. Press Directional Button Left for CADET level (normal) or press Directional Button Right for RANGER level (hard).

Audio Output: Choose whether the audio output is mono or stereo. Press Directional Button Left for stereo, or Directional Button Right for mono. Press the **A** Button to confirm your choice or the **B** Button to cancel.

VMU Audio Prompts: Press Directional Button Left for Off, and Directional Button Right for On. Press the **A** Button to confirm your choice or the **B** Button to cancel.

Draw Distance: On this screen you may choose whether the game draws a lot or a little into the distance. Press Left for near, or press Right for far. Press the **A** Button to confirm your choice or the **B** Button to cancel.

In-Game Options

To access the in-game options, simply press the **Start Button**. This also pauses the game.

Continue: Go back to playing the game.

Camera Mode:

Rotational Camera — Rotates as Buzz rotates, staying behind him all the time.

Directional Camera — Continues facing in the same direction for a short time, and then resumes its position behind Buzz. This delay is adjusted with the slider, found on this option, by pressing left or right on the **Directional Button** while it is highlighted.

Volume Control:

SFX — This allows you to change the volume of the sound effects in the game. Press the **Directional Button Left** to decrease the volume, the **Directional Button Right** to increase. Press the **A Button** when you are done adjusting the volume or the **B Button** to cancel.

BGM — This allows you to change the volume of the music in the game. Press the **Directional Button Left** to decrease the volume, the **Directional Button Right** to increase. Press the **A Button** when you are done adjusting the volume or the **B Button** to cancel.

Exit Level: Takes you out of your current game to the main menu.

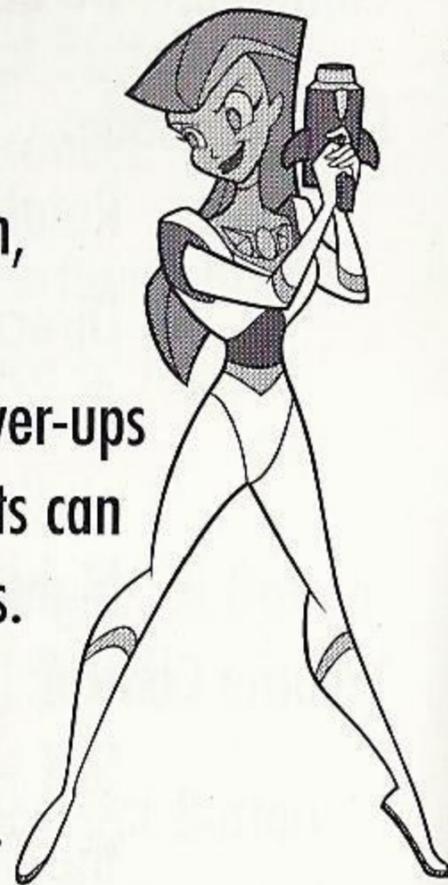
Playing the Game

For each mission, Buzz Lightyear arrives on the surface of the planet. He must pursue a villain through challenging and dangerous terrain, fending off and destroying the legions of Zurg's troops in his path. Buzz Lightyear has to use all his Space Ranger abilities and equipment to ensure he captures the villain before the enemy escapes.

If he's fast enough, Buzz Lightyear will battle his rival in an epic showdown, using the correct weapon to destroy any shields that the enemy may have.

To aid Buzz Lightyear in his mission, numerous weapons, vehicles, and power-ups can be instantly purchased throughout the levels in exchange for credits. Credits can be found throughout the planets, and are awarded for destroying Zurg's troops.

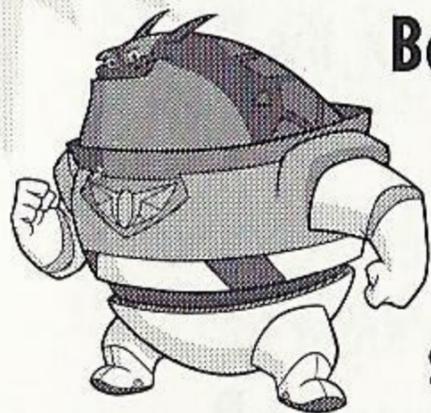
Explosives: As if things weren't bad enough, some enemies will trigger timed explosives as they flee. The explosives must be destroyed before they explode.



Booster: At special points in the game, you can call in Booster who will perform his infamous Cannonball Maneuver to destroy all nearby enemies.

Mira: If you beat the villain to his get-away spot, Mira will help by firing a special weapon to weaken the enemy for the final battle.

Little Green Men: These are lost and scattered around some planets. Make sure you don't hit any of them, and try and rescue as many as you can by tagging them.



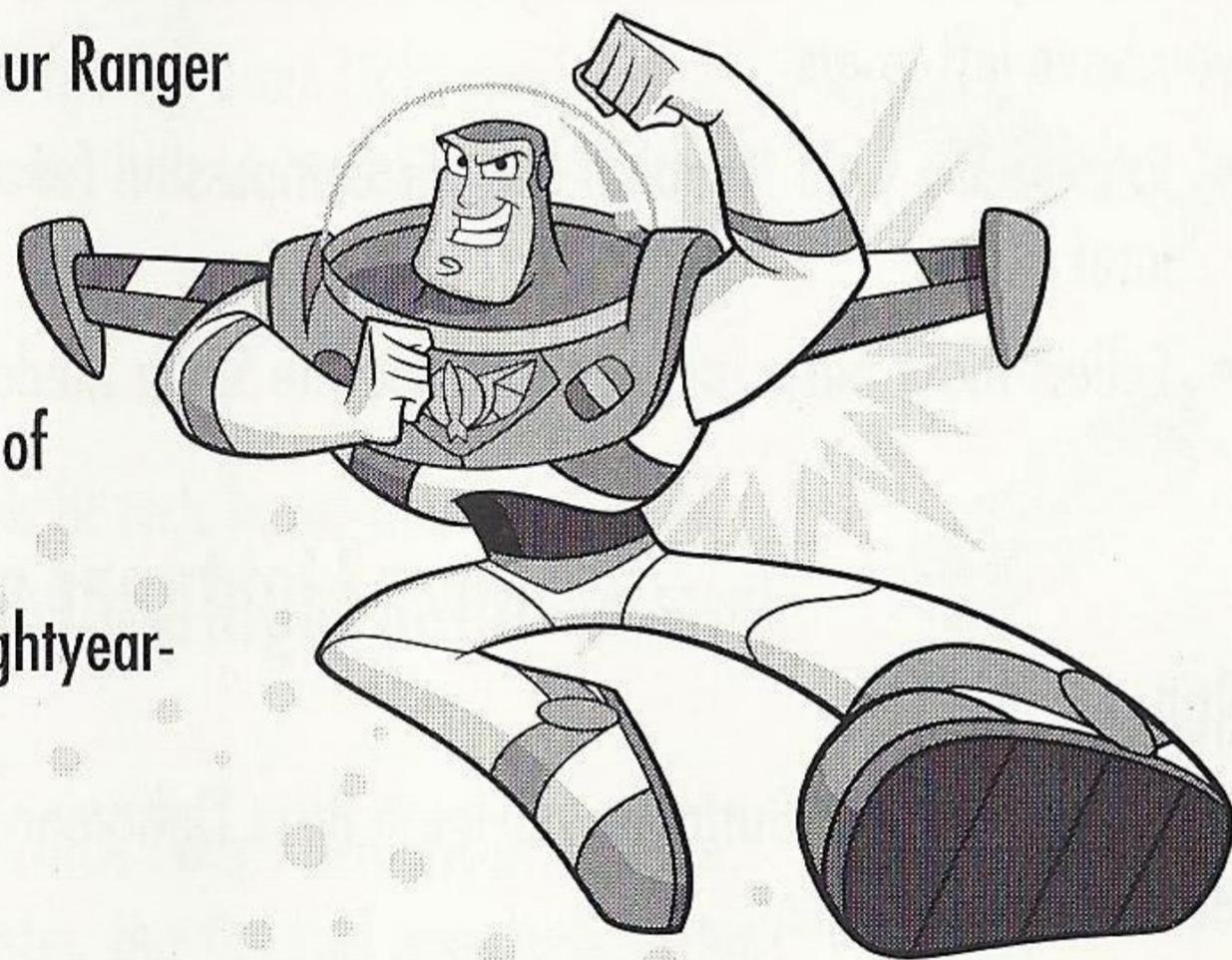
Medals and Bonus Levels

To progress to other missions, you must earn medals for your heroic deeds. Once you have defeated the enemy for a mission, two bonus levels become available. When you have enough medals, you will have been proven worthy to tackle more dangerous and challenging missions. Two silver medallions are worth a full gold medal.

- Capture the enemy for the Gold Medal of Galactic Valour. You need this to open the two bonus levels for a mission.
- Save all the Little Green Men for the Silver Medallion of Star Command.
- Collect enough credits for the Silver Medallion of Ranger Efficiency.

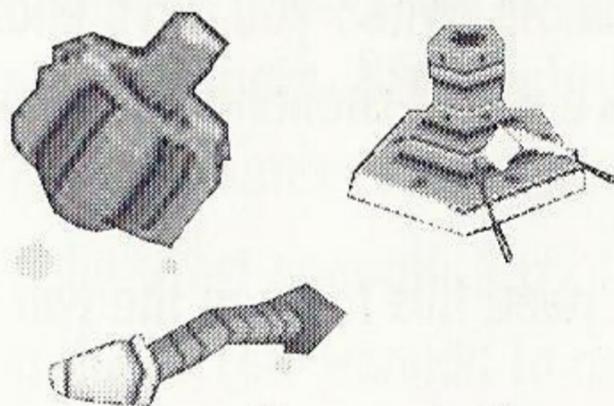
Bonus Level—Time Trial: A test of your Ranger abilities: get through the level in the fastest time possible.

- For outstanding performance within the time-limit, receive the Gold Medal of Heroic Prowess.
- An unparalleled time earns you the Lightyear-Lightning Silver Medallion.

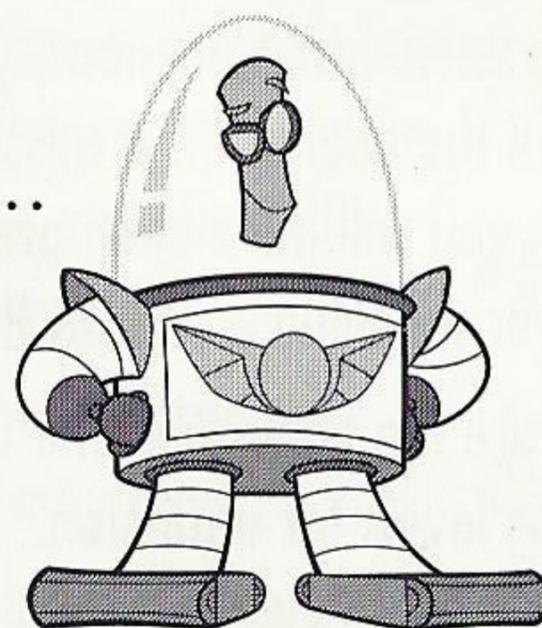


Bonus Level—XR's Parts: XR has unfortunately been blown into little bits (again!).

Find all of his parts...



and return them to him...



before time runs out.

A number, above the remaining time at the top of the screen, will tell you how many pieces you have left to go.

- Receive the Gold Medal of Robotic Compassion for retrieving all of XR's parts before it's too late!
- Collect those parts fast enough, and the Silver Medallion of Comradeship is yours.

Buzz Lightyear's Moves

Run

Use the Directional Button to navigate Buzz Lightyear through the levels. He never gets tired. He's a Space Ranger.

Jump

Press the **A** Button to make Buzz Lightyear jump.

Grab 'N' Flip

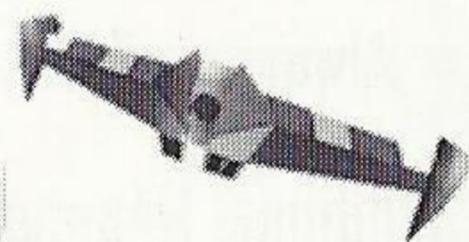
If Buzz Lightyear runs or jumps into a ledge, he will grab it and flip himself up to safety.

Side Strafe

Pressing Left Trigger or Right Trigger will allow Buzz Lightyear to strafe sideways—ideal for precision shooting while facing the enemy. When pressed, these triggers allow Buzz Lightyear to step quickly to the left or right. If you press them while Buzz is already turning, he will do a “quick turn.” If you hold both triggers down while pressing back on the Directional Button, Buzz will walk backwards instead of turning around.

Jet Pack

When equipped, pressing the **A** Button will fire up Buzz Lightyear's jet pack. The jet pack extends his wings, allowing him to travel high over terrain as long as his fuel lasts.



Hoverboard

When equipped, Buzz Lightyear can use his hi-tech hover board to speed skillfully through a level. Take care that your fuel doesn't run out too soon!



Jet Bike

When equipped, this very fast vehicle will catch Zurg's minions in no time. Pressing the **A** Button moves you even faster, but the fuel goes quicker too!



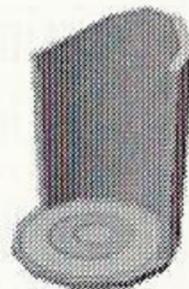
Boostpad

If you have the spare credits, you can run over these powerful boost pads that catapult you through the air.



Teleport

Very expensive, but these move you instantly from one point in the level to another.



Space Ranger Weapons

Basic Laser

- Always available, this is your Space Ranger standard issue laser.

Additional Weaponry

Additional weaponry can be purchased for credits at various locations throughout the levels. If you pick up the weapon more than once, the weapon's power is increased and you get more ammo.

Plasma Gun

- Fires a bolt of plasma with powerful results. Excellent at close range.
- Upgrades four times, giving you multiple bullets.



Bi
If
be

Tamcast™ game console

Ve

--	--	--	--	--	--	--	--	--	--

--	--	--	--	--	--	--	--	--	--

Bi

--	--	--	--	--	--	--	--

Apt. No.

•

--	--	--	--	--	--	--	--	--	--

ince

Ac

--	--	--	--	--	--	--	--	--	--

Ac

Phone

yc

--	--	--	--	--	--

ar

Date of Purchase

Pl

cing Fighting

PC CD-ROM Other _____

•

PC CD-ROM _____

•

game console _____ PC CD-ROM _____

onsole?

ect mail Fan Web site

®

67-9

Homing Plasma Gun

- Fires bolts of plasma that home in on their targets. This is very good for airborne foes.
- Upgrades four times, giving you multiple bullets.



Rockets

- Projectiles packed with explosives that arc through the air. This weapon is very effective for medium range.
- Upgrades twice, giving you more powerful rockets each time, with more damage and a wider blast.



Arc Laser

- Fires a stream of lightning that attracts to the nearest enemy. Excellent for flying enemies and when under pressure.
- Upgrades twice, two then three beams at once.



Proximity Grenades with Timers

- These explosives can be launched at enemies and will detonate on impact or when the timer runs out.
- Upgrades twice to shoot further with more explosive power.



Icegun

A freezing spray of anti-energy that disables enemies at close range. Upgrades twice to lengthen the spray.



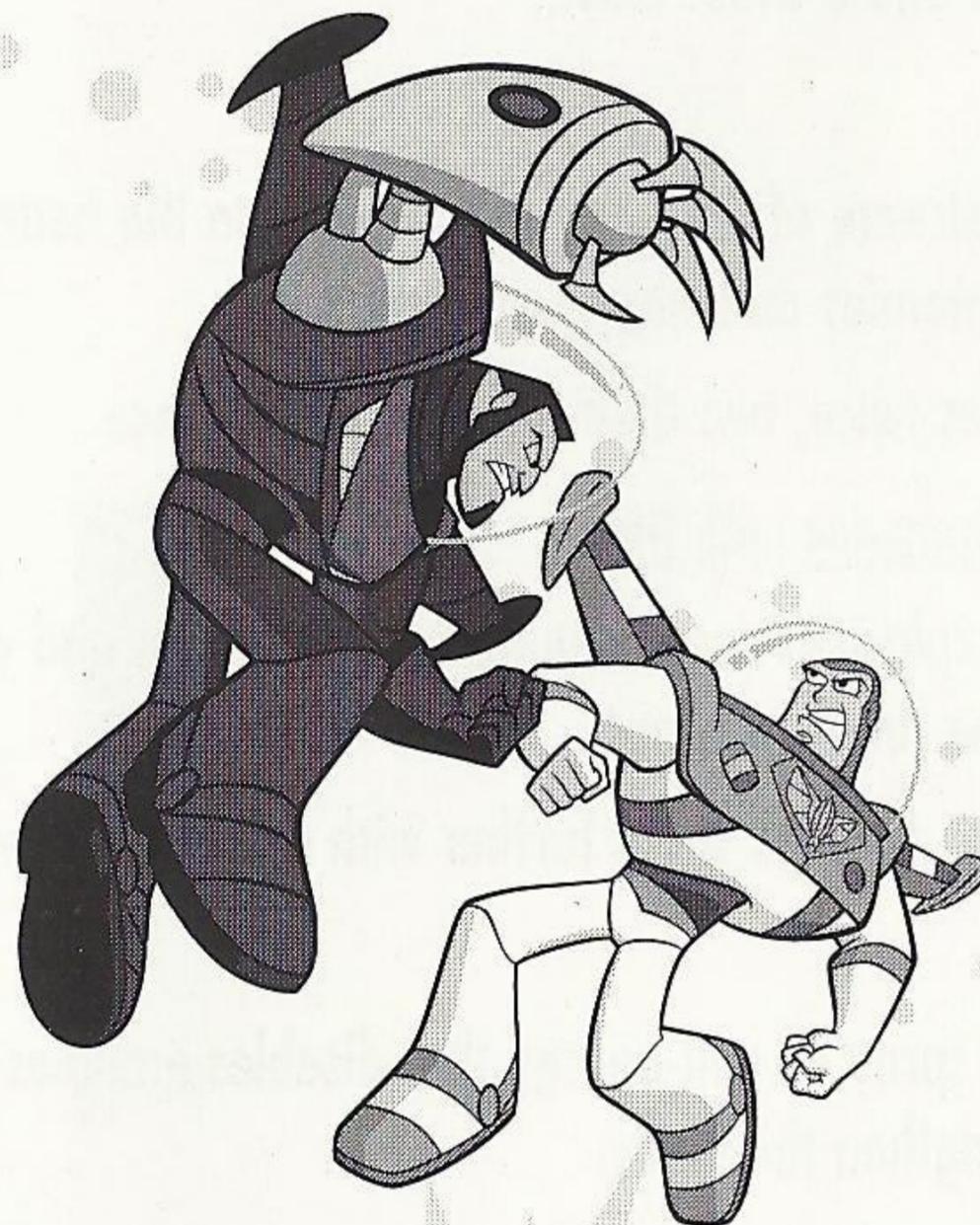
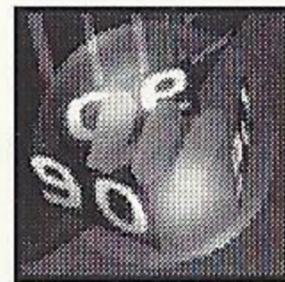
Power Shield

Protects you from harm for a limited period, and can be fired up with the **A Button** to cause harm on contact. A very close range weapon. Upgrades twice to be more intense and do more damage.

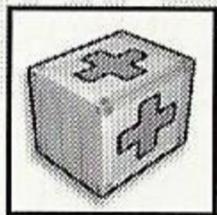


Gatling Gun

- Fires a rapid, freezing spray of anti-energy that disables enemies at close range.
- Upgrades twice, getting more powerful, with greater range.

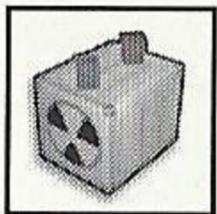


Other Equipment



Health

Absorb these to recharge your health.



Ammo

Gather these for extra shots on all weapons.



Fuel

Pick up these to fuel Buzz's Jet Pack, Hoverboard, and Jet Bike.

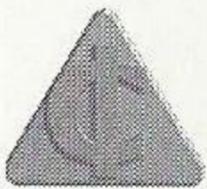


Shields

There are many kinds of shields, some that protect against enemy shots, some that allow you to cross difficult terrain. Try them and see!

Credits

The amount of credits you have is shown in the lower left hand corner of the screen. Use the credits to get special items.



Gold = 10 Credits

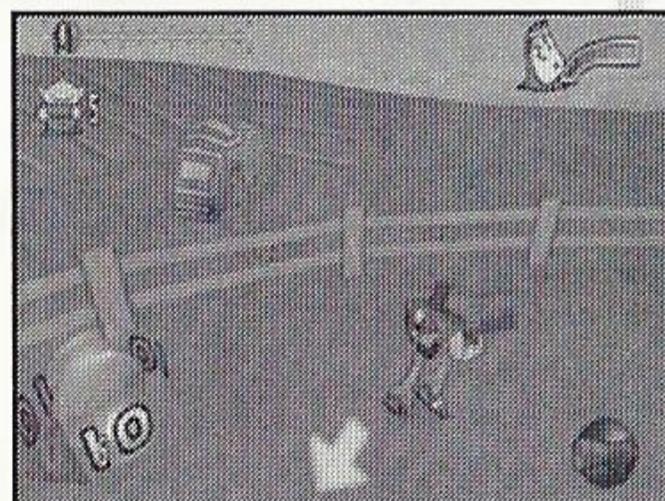
Silver = 5 Credits

Red = 1 Credit

Missions in the Game

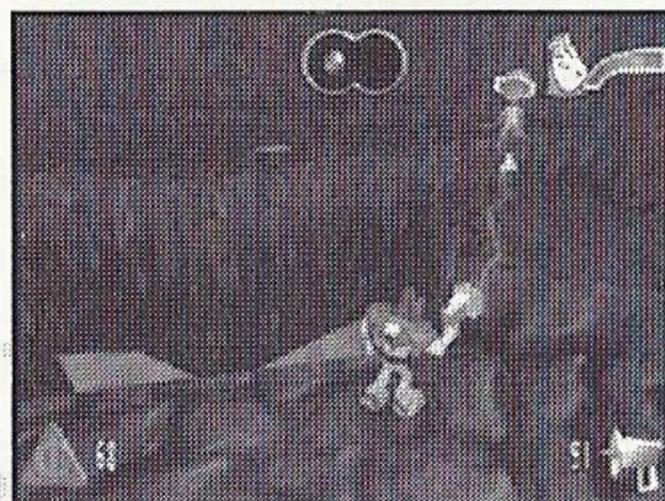
Mission 1: Jo-Ad

The peaceful agricultural center of the galactic alliance is in trouble. One of Torque's thugs has been spotted rampaging around.



Mission 2: Flamar

Near a huge flaming sun, most of this world is molten liquid with outcrops of solid rock and volcanoes that spew lava. Buzz Lightyear must defeat the evil Gravatina, whose control of gravity is wreaking havoc on the planet's surface.



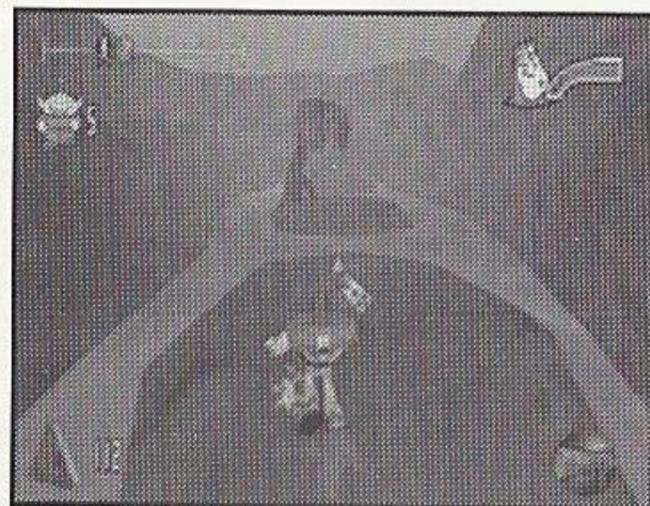
Mission 3: Canis Lunis

This remote planet is desolate and eerie. An ideal location for Nos4A2, the energy vampire to strike. Take care when confronting him.



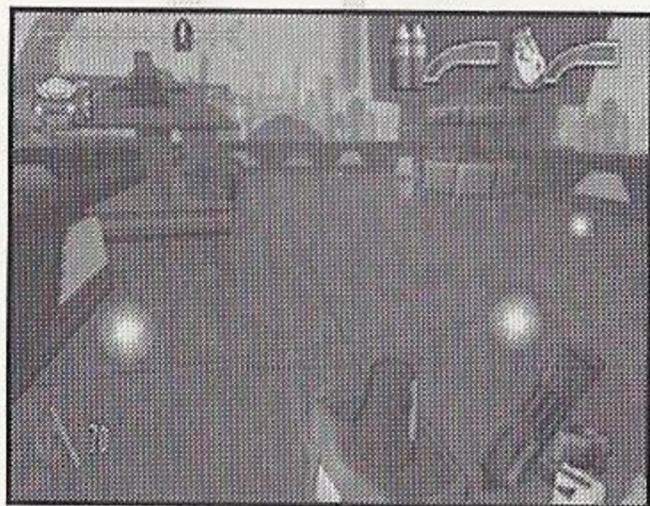
Mission 4: Karn

A perpetual swamp, in a world alive with jungle plants. There is an evil presence that must be dealt with swiftly, going by the name of Marl.



Mission 5: Tradeworld

The bustling urban center of the galaxy. Everything is for sale here and thugs abound. The con merchant Fixer is up to his old tricks and must be stopped for good.



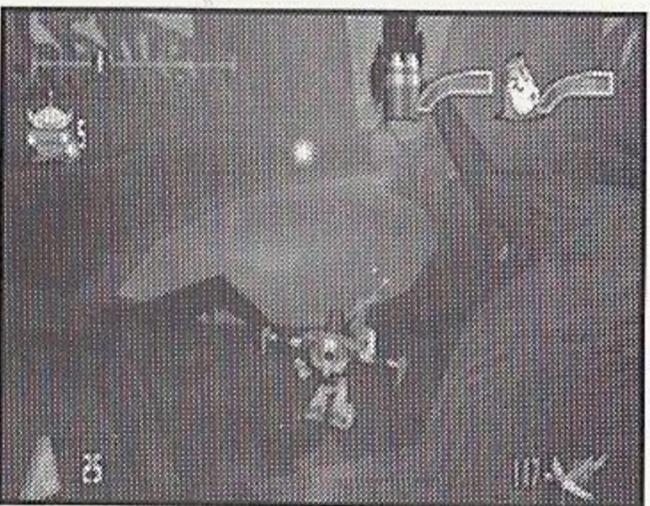
Mission 6: Return to Jo-Ad

It seems that Torque himself has finally surfaced. Only the best Space Ranger can bring him to justice.



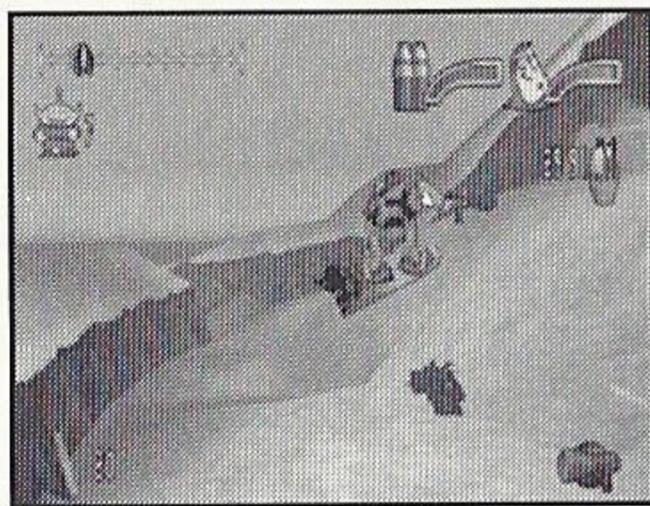
Mission 7: Return to Karn

It seems that the Marl's partner Skreel is causing more trouble on this swamp planet. He must be stopped.



Mission 8: Iceworld

Strange plasma effects surround this icy world. Buzz Lightyear and the Rangers must investigate.



Mission 9: Bathyos

There is something rotten in the underwater world of Bathyos. Blackfin is in league with Zurg. Underwater equipment is vital for the pursuit of this villain.



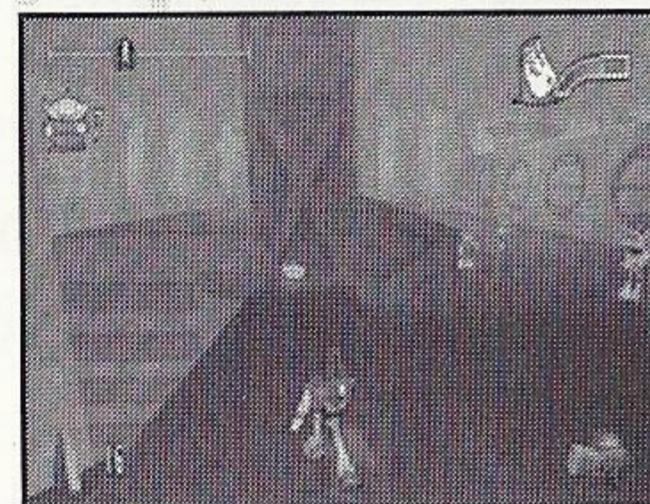
Mission 10: Return to Flamar

At last, Buzz Lightyear's ex-partner Warp Darkmatter has been sighted on the treacherous lava world. Once again the perilous region must be braved against a formidable foe.



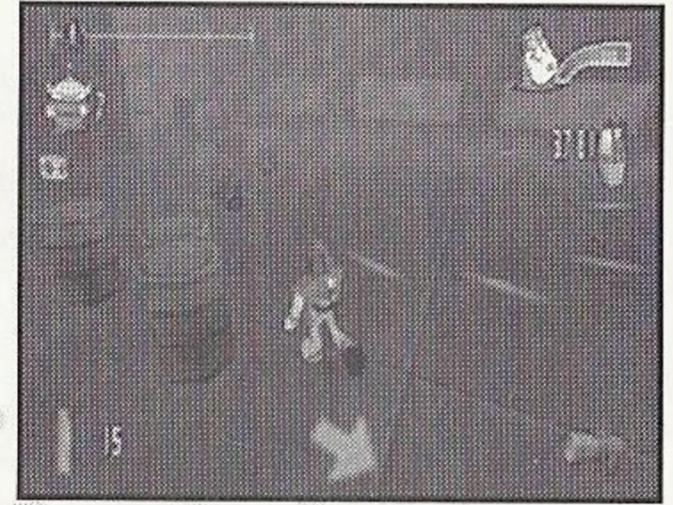
Mission 11: Return to Tradeworld

A rooftop pursuit across this corrupt city. XL must be stopped before it's too late.



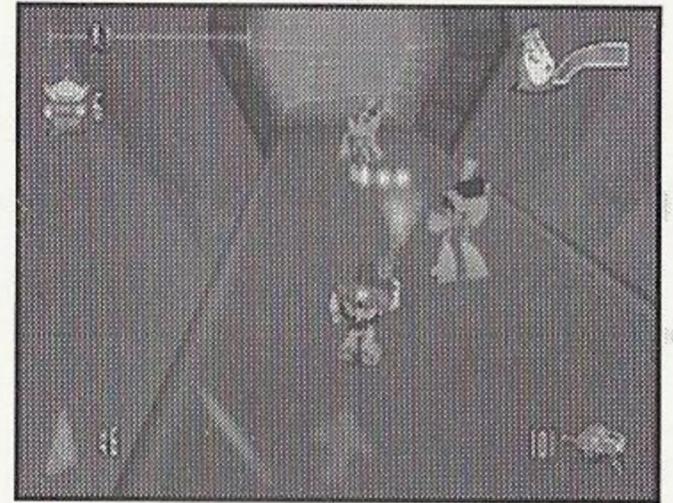
Mission 12: Return to Canis Lunis

Once more you must return to the sinister world. The ominous green moon is out, and there is something very dangerous lurking in the research station.



Mission 13: Planet Z

Finally, Zurg himself has revealed a weakness. Star Command has cornered him on Planet Z, the filth-belching capitol of Zurg's evil empire. The risks are huge. Can Buzz Lightyear and Star Command triumph?



Mission 14: Zurg Throne Room

Take on the might of Zurg himself in the ultimate battle for supremacy.



Credits

ACTIVISION

Senior Producer Tom Heath
Associate Producer Eric Koch
Additional Production Larry Galka
Peter Muravez
Dan Rose
VP, European Studios Julian Lynn-Evans
Executive VP Worldwide Studios Michael Pole
Marketing Director Melissa Chapman
Marketing Michelle Corrigan
Matt Geyer
VP Marketing Tricia Bertero
Executive VP Marketing Kathy Vrabeck
Legal George Rose
Michael Hand
QA Project Lead John Sherwood
Floor Lead Bruce Campbell
Testers Jon Palevsky
Brad Arnold
Tyrone Robinson
Alonzo Clark
Daniel Lee
Joseph Luna
Patrick Ratliff
Christian Cano
Rami Burpee
Senior Lead Ben DeGuzman
QA Console Manager Joe Favazza

Customer Support Manager Bob McPherson
Customer Support Leads Rob Lim
Gary Bolduc
Mike Hill

Special Thanks Rob Letts
Larry Goldberg
Alison Mitchell
Jenny Heath
Roger Walkden
Sarah Ewing
Jermaine Clarke
Eric Zala
Jason Wong
Jim Summers
Tanya Langston
Willie Bolton
Sheryl Seddon
Nicholas Favazza
Jen Vanin

DISNEY INTERACTIVE

Producer Peter Wyse
Additional Design Joel Goodsell
Director, Product Development,
Consoles Dan Winters
Senior Manager, Marketing Sue Fuller
Director, Marketing Jean-Luc Satin

Cast

Buzz Lightyear Patrick Warburton
Mira Nova Nicole Sullivan
Booster Stephen Furst
XR Larry Miller
Commander Nebula Adam Carolla
Zurg Bob Amaral
XL Bobcat Goldthwait
Fixer Edward Asner
LGM Patrick Warburton
Warp Darkmatter S. Scott Bullock
Torque Armada Brad Garrett
NOS 4A2 Jeff Bennett
Gravitina Deena Freeman
Various Corey Burton
Plasma Monster Frank Welker

Special Thanks Tad Stones
Mark McCorkle
Bob Schooley
Barbara Jacoby
Michelle Gyetvai
Michael Rola
Rick Dempsey
Randy Coppinger
Beth Glenday
Diane Passarelli
Ned Lott

and Pixar Animation Studios

TRAVELLERS TALES

Sega Dreamcast Programming Gary Vine
Lead Platform Programming Stephen Harding
Jon Burton
Dave Dootson
Lead Artist Dave Burton
Graphic Artists Barry Thompson
Beverley Bush
Neil Allan
Character Artwork Lee Burns
Character Animation Chris Dicker
Internal Production Arthur Parsons
Original Concept Jon Burton
Level Designs Charles McNair
Special Thanks Helen Burton
Wendy Vine
Ko-Shuey Harding
Dawn Leaworthy

CREATIVE SERVICES—IGNITED MINDS, LLC

Package Design Cindy Whitlock
Documentation Manager Mike Rivera
Manual Layout Sylvia Orzel

MUSIC AND SOUND EFFECTS BY PC MUSIC LTD.

....for the newest 'Rangers' — Megan, Sammy Jim
and Sarah.

Customer Support

You must be at least the age of 13 years old in order for us to assist you when contacting Customer Support.

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

E-Mail: support@activision.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Disney/Pixar and Activision grant you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Disney/Pixar and Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Disney/Pixar and Activision. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and such licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include:

(1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order payable to Activision for \$15 U.S. currency per CD or floppy disk replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. DISNEY/PIXAR AND ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Disney/Pixar and Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Disney/Pixar and Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Disney/Pixar and Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Disney/Pixar and Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

SEGA[®]

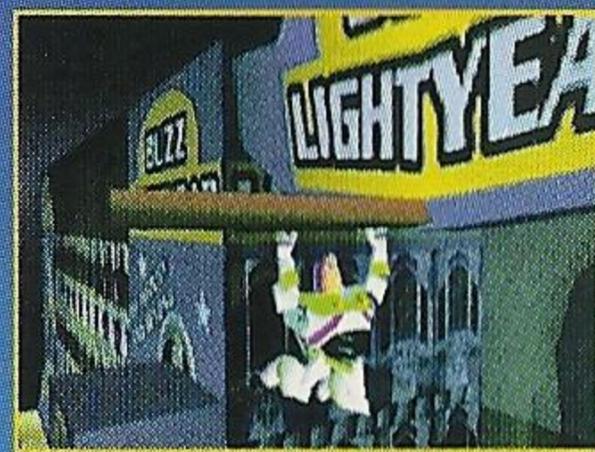
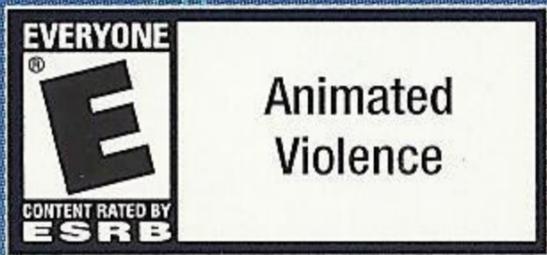
Sega Dreamcast™



The Work of a Space Hero is Never Done!

As Buzz Lightyear, you've got to spring, somersault and bounce through 15 levels, plus complete adventurous missions, in order to save your best buddy Woody! To infinity and beyond!

Now Available!



Developed by Traveller's Tales. Published and distributed by Activision, Inc. Activision is a registered trademark of Activision, Inc. © 2000 Activision, Inc. All rights reserved.

Activision, Inc., P.O. Box 67713, Los Angeles, CA 90067

Original Toy Story elements © Disney. All other elements © Disney/Pixar. All rights reserved. Developed by Traveller's Tales. Published and distributed by Activision, Inc. Activision is a registered trademark of Activision, Inc. © 2000 Activision, Inc. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc. P.O. Box 7639, San Francisco, CA 94120.



www.activision.com

ACTIVISION

1002250.221.US

SEGA